# PERCEPT

**Indoor Navigation System**

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# Outline

- Introduction

- Demonstration

- System Overview

- Usability Study

- Conclusion

- **Introduction**
- Demonstration
- System Overview
- Usability Study
- Conclusion

# Introduction

- Enables blind users to independently navigate in unfamiliar indoor environments

- Percept is an **orientation aid** used in conjunction with mobility aids

- Co-Designed with Certified Orientation and Mobility Specialists (COMS) from Massachusetts Commission for the Blind

- Successful trials conducted at UMASS and MBTA subway station with over 60 blind and visually impaired human subjects



- Featured several times in:



- Latest Article

# National Federation of the Blind (NFB)

- Finalists at the NFB Indoor Navigation Summit (December 2015).



- Anil Lewis Executive Director NFB:

   **"The PERCEPT System is the only indoor navigation system we have identified that provides detailed point-to-point descriptive navigation instructions within an indoor venue. "**
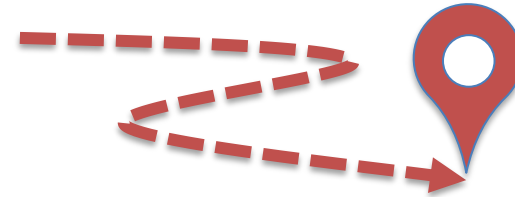
## Advantages

### Deployed and Successfully Tested

Buildings & Subway Stations
with over 60 BVI Trials

### True Wayfinding

Using detailed automated
navigation instructions,
*You are never lost*

### Pre-Journey Navigation

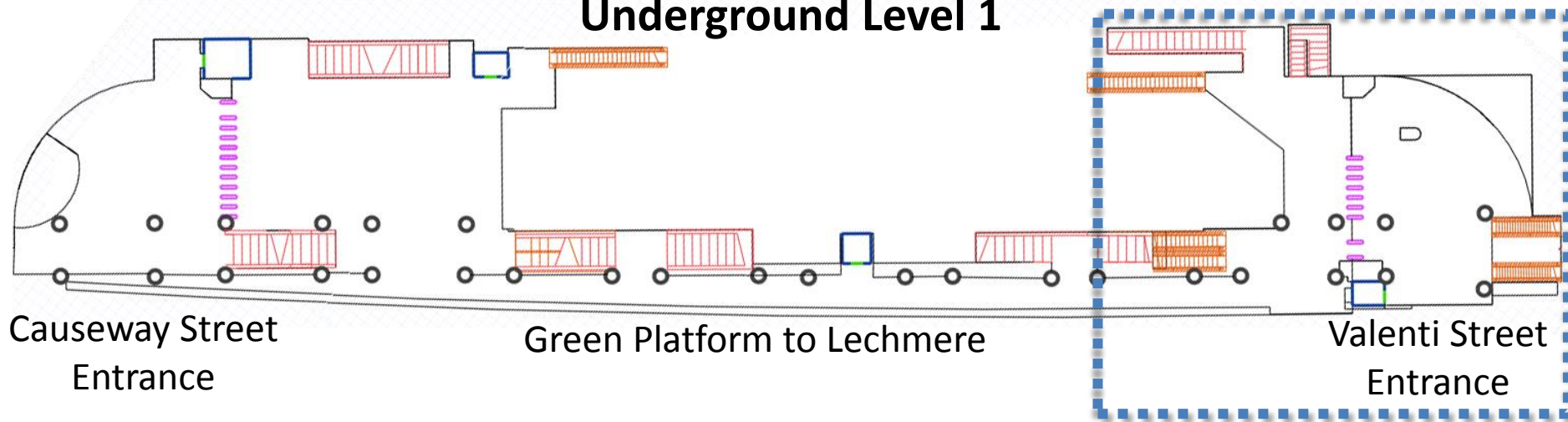Build mental map of environment
before stepping foot in it

- Introduction
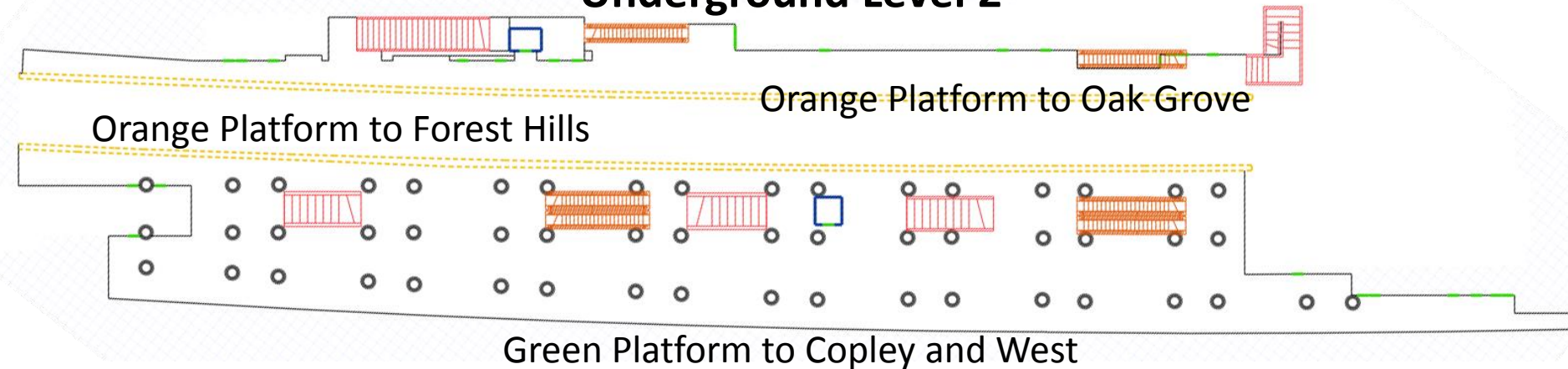- **Demonstration**
- System Overview
- Usability Study
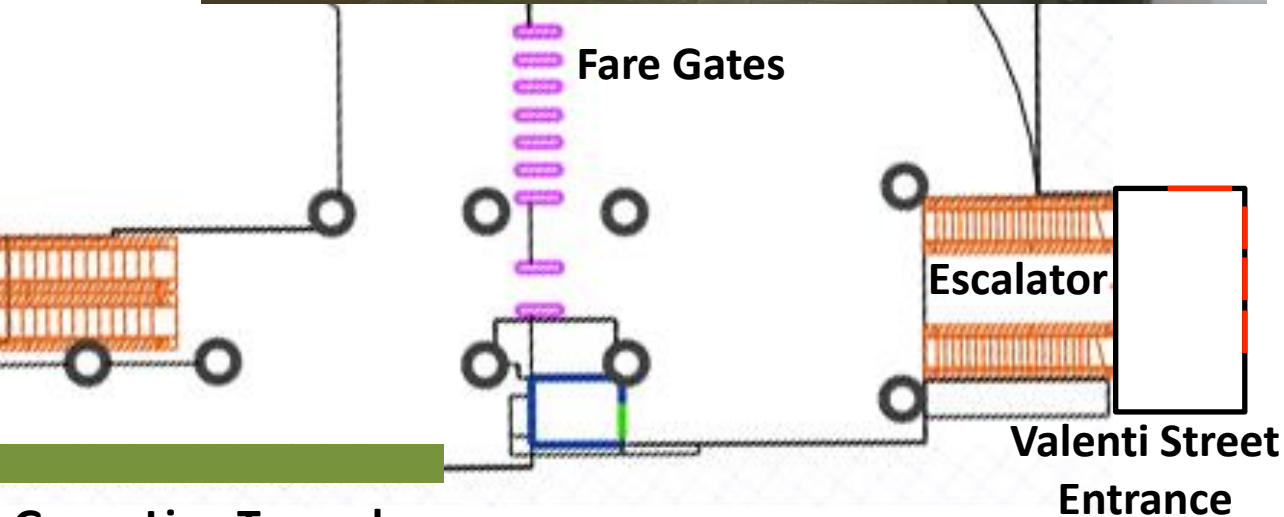- Conclusion

# Demonstration: North Station Subway Overview



**Underground Level 1**

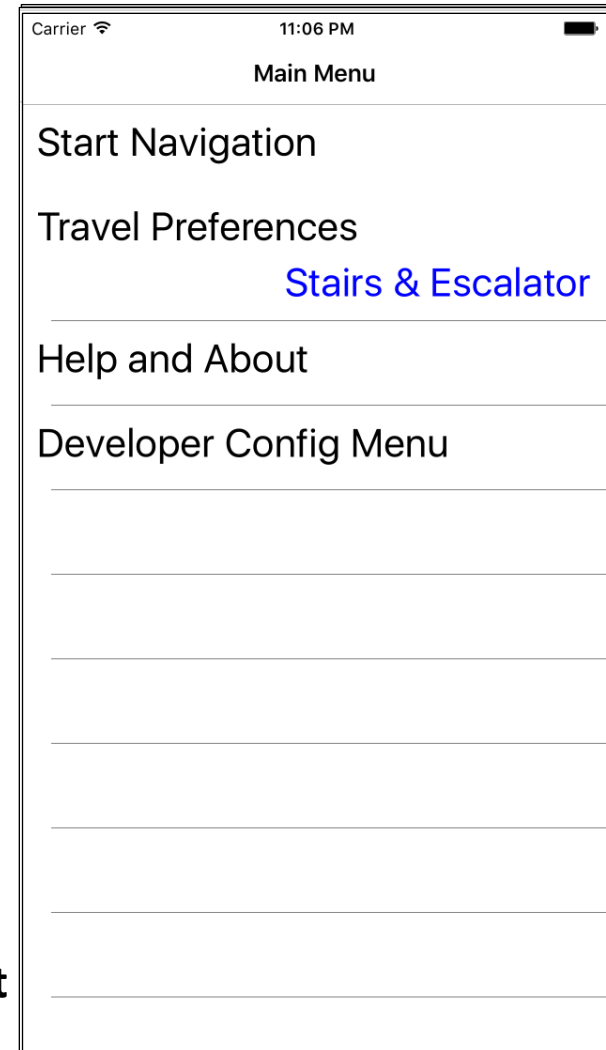Causeway Street Entrance

Green Platform to Lechmere

Valenti Street Entrance

**Underground Level 2**

Orange Platform to Oak Grove

Orange Platform to Forest Hills

Green Platform to Copley and West

# Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier 🔋 11:06 PM ▬

**Main Menu**

Start Navigation

Travel Preferences

*Stairs & Escalator*

Help and About

Developer Config Menu

# PERCEPT

## Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

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Carrier 📶     11:08 PM

< Main Menu    **Main Menu**

Start Journey in North Station Subway

Green & Orange Lines

You are located within Valenti St. Entrance region on Street Level.

Click for more details on venue

Travel Preferences

Stairs & Escalator

Help and About

Developer Config Menu

# PERCEPT

**Labs** Elevating Human Potential Through Technology

## Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier 11:09 PM

< Main Menu  **Select Destination**

Causeway Street Stairs Entrance

Green Platform to Copley and West

Green Platform to Lechmere

Orange Platform to Forest Hills

Orange Platform to Oak Grove

Valenti Way Entrance

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# PERCEPT

## Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier 11:12 PM

**Instructions to Green Platform to Lechmere**

You are located within Valenti St. Entrance region on Street Level.

Your current location is: Valenti Way Entrance, With the Valenti Way Entrance to your back, Walk straight ahead, heading north, reach the Escalator to your right side, 20 feet away, You will hear the escalator noise. Select next instructions button.

Next Instruction

Prior Instruction

End Journey

# Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**



Carrier 📶     11:17 PM     🔋

**Instructions to Green Platform to Lechmere**

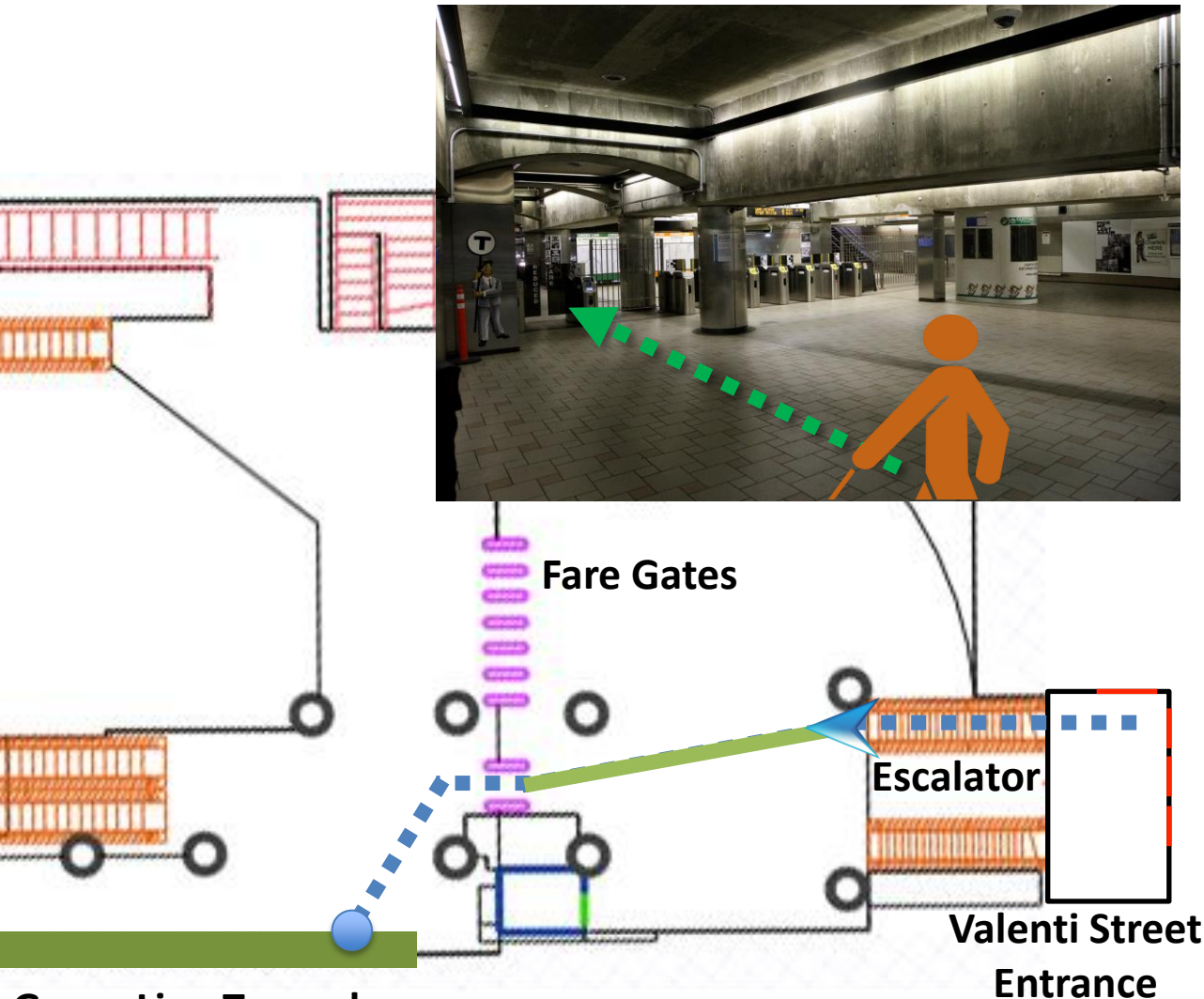You are located within Valenti St. Entrance region on Street Level.

Your current location is: Escalator, Take the escalator down, Select next instructions button.

Next Instruction

Prior Instruction

End Journey

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**Labs**
Elevating Human Potential
Through Technology

## Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**
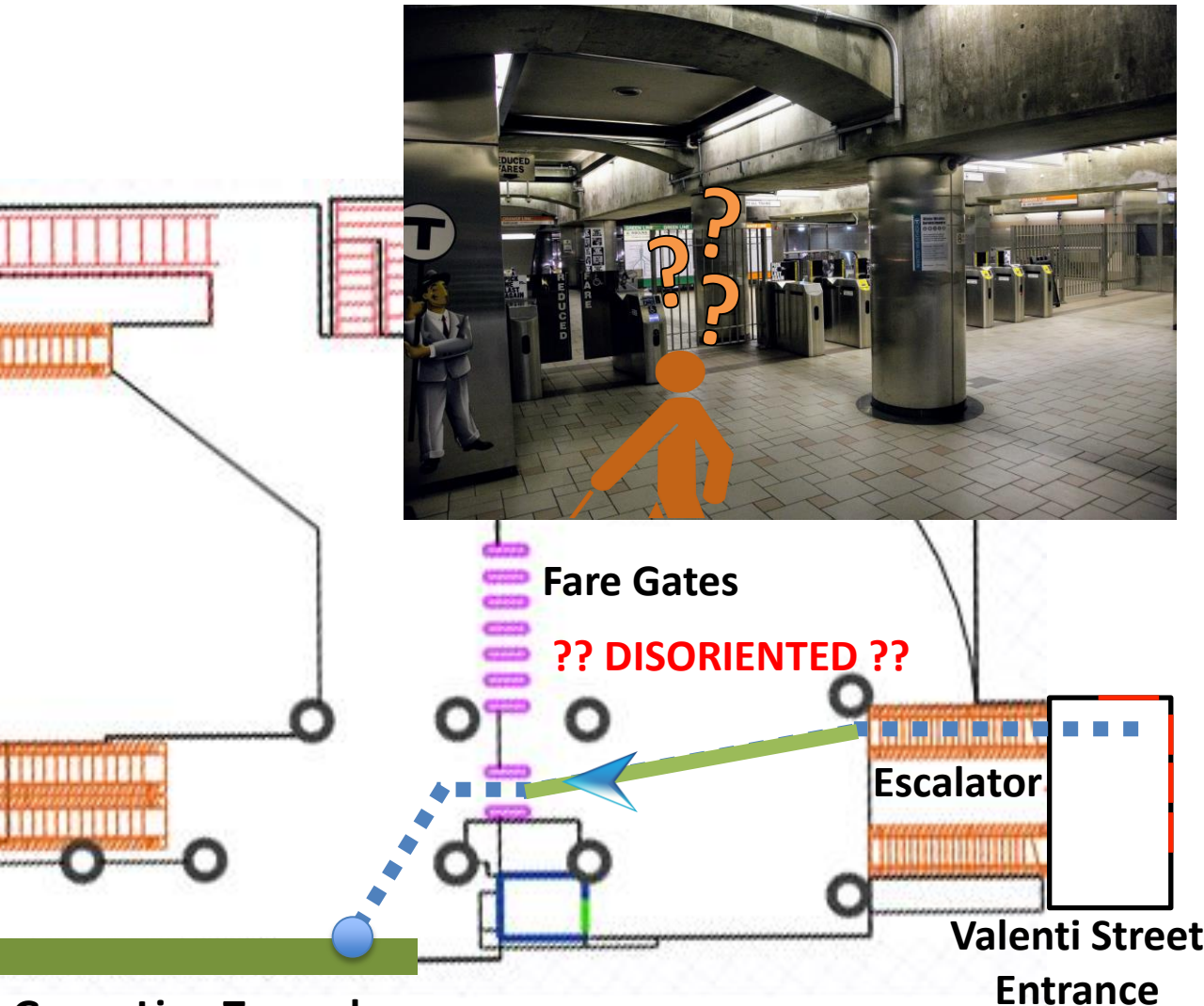
Carrier 📶  11:19 PM

**Instructions to Green Platform to Lechmere**

You are located within Southern Unpaid Lobby region on Underground Level 1.
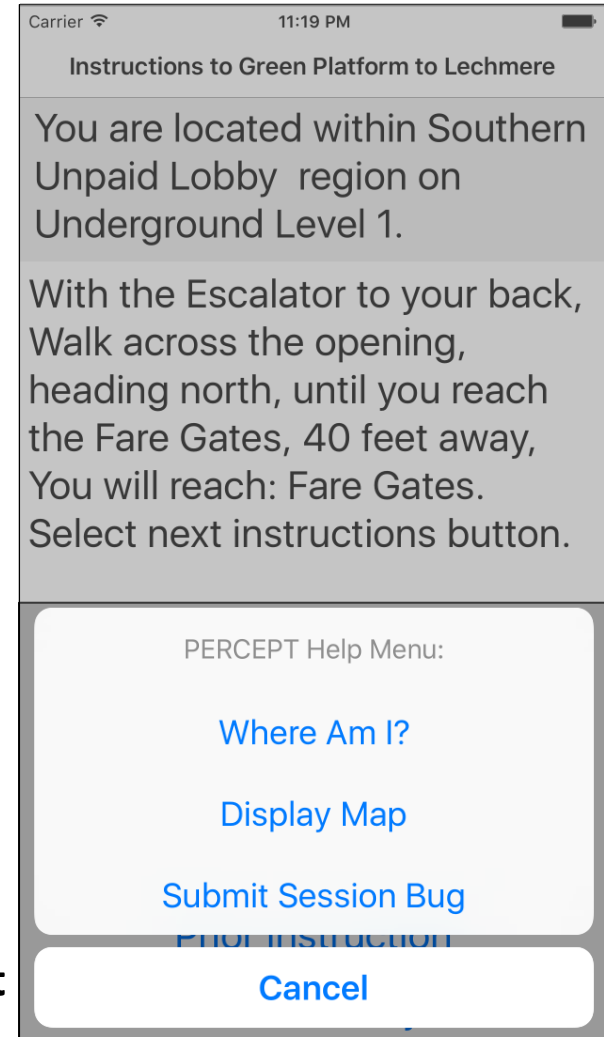
With the Escalator to your back, Walk across the opening, heading north, until you reach the Fare Gates, 40 feet away, You will reach: Fare Gates. Select next instructions button.

Next Instruction

Prior Instruction

End Journey

# Demonstration
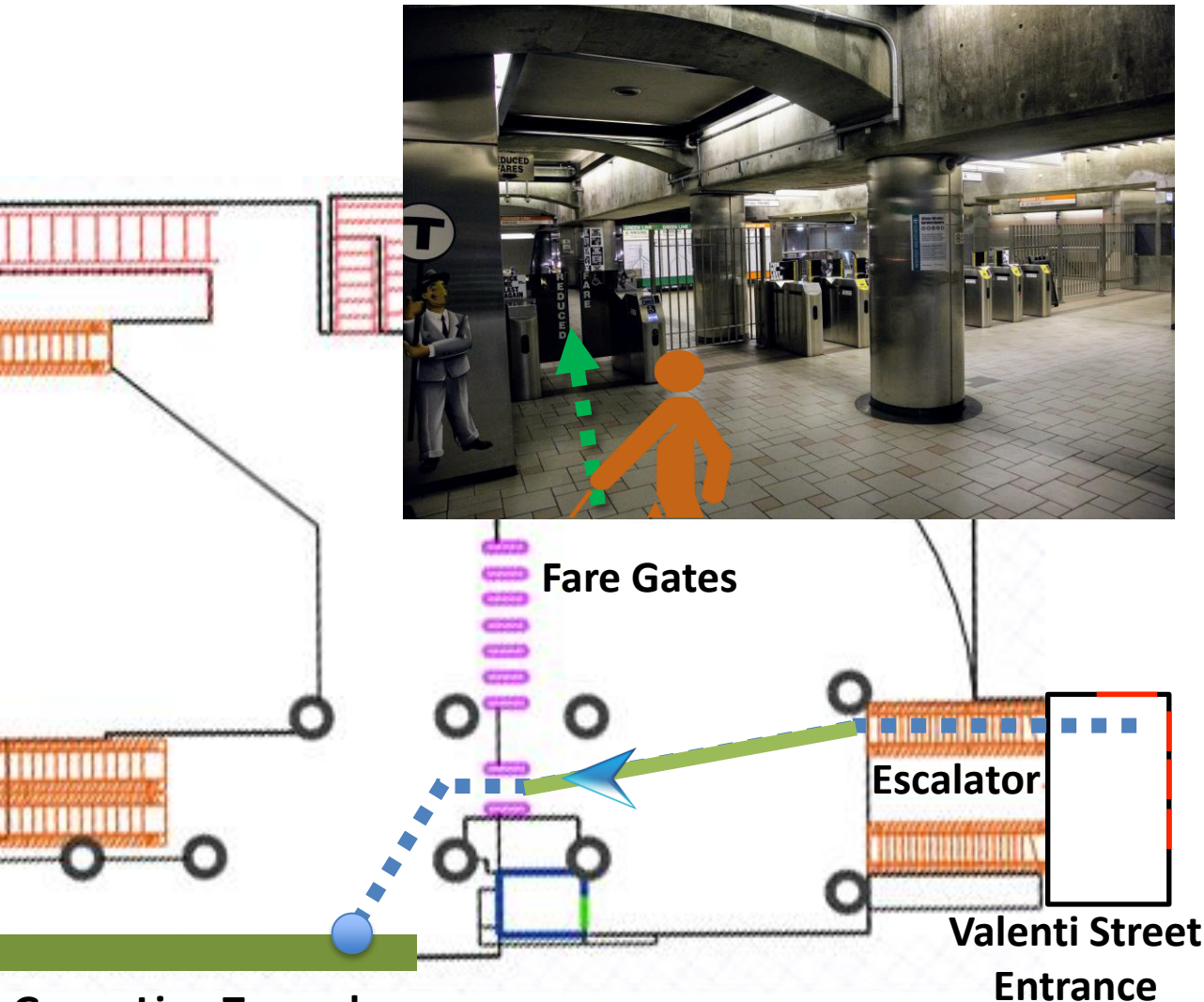


**Fare Gates**

**?? DISORIENTED ??**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier 11:19 PM

**Instructions to Green Platform to Lechmere**

You are located within Southern Unpaid Lobby region on Underground Level 1.

With the Escalator to your back, Walk across the opening, heading north, until you reach the Fare Gates, 40 feet away, You will reach: Fare Gates. Select next instructions button.

PERCEPT Help Menu:

Where Am I?

Display Map

Submit Session Bug

Prior Instruction

Cancel

# PERCEPT

**Labs** — Elevating Human Potential Through Technology
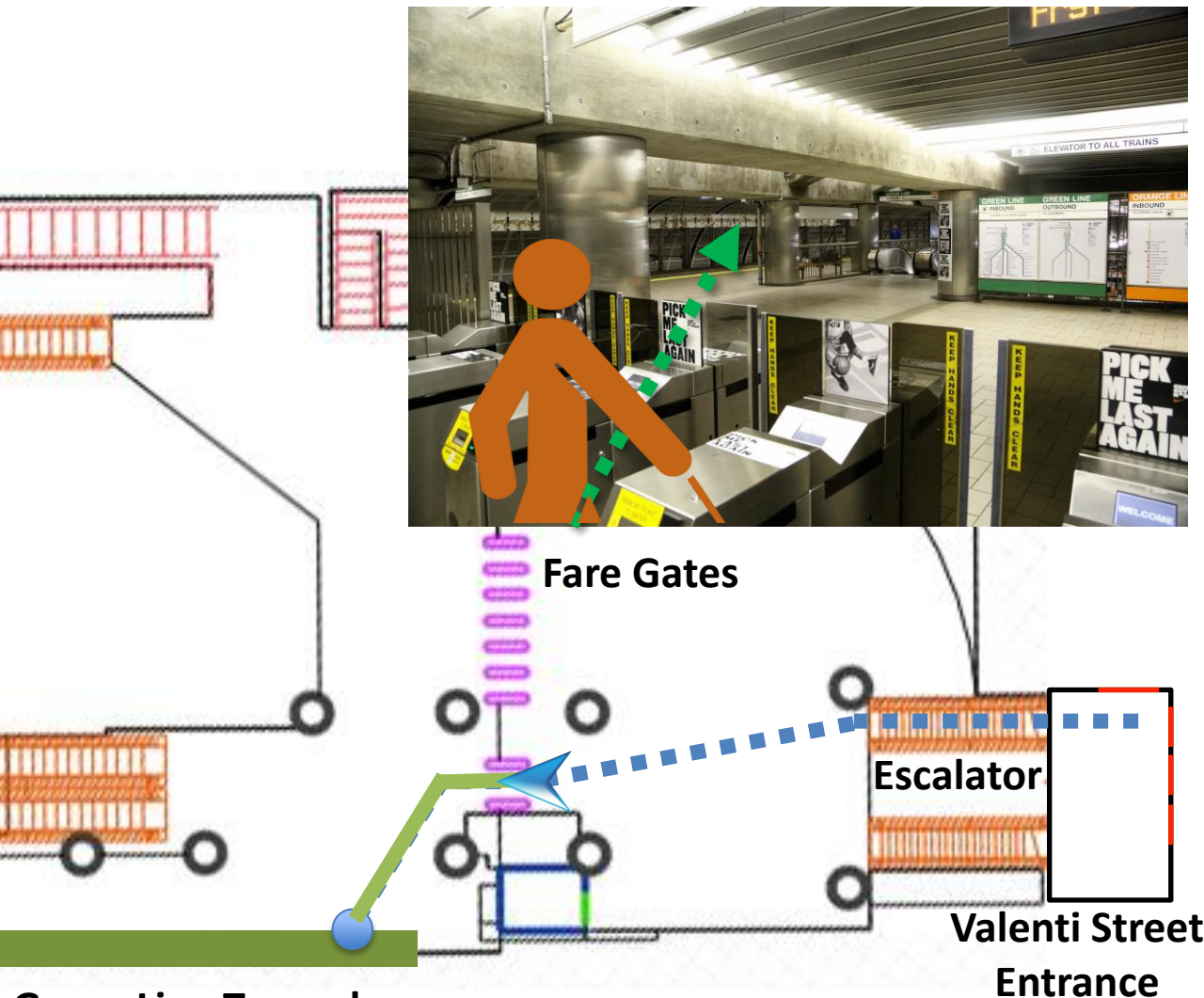
## Demonstration

**Instructions to Green Platform to Lechmere**

You are located within Southern Paid Lobby region on Underground Level 1.

You are currently located in Southern Unpaid Lobby region. . You have been traveling north.. The Fare Gates unpaid side is about 5 feet to your 12 o'clock in the northwest direction. . Head towards Fare Gates unpaid side. Select next instructions button.

Next Instruction

Prior Instruction

End Journey

**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier 11:21 PM

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# Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**
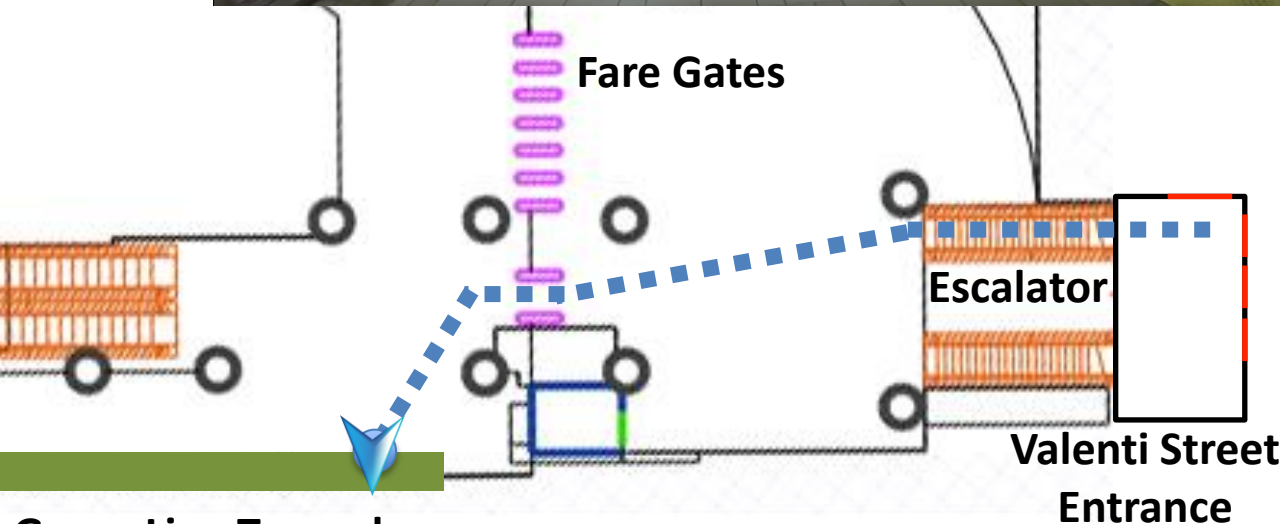


Carrier 11:24 PM

**Instructions to Green Platform to Lechmere**

You are located within Southern Paid Lobby region on Underground Level 1.

Go through Fare Gates, With the Fare Gates to your back, There is Green Platform to Lechmere to your 10 o'clock direction, Walk across to the Green Platform to Lechmere to your 10 o'clock direction, heading southwest, 30 feet away, You will face the track. Select next instructions button.

Next Instruction

Prior Instruction

End Journey

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# PERCEPT

## Demonstration



**Fare Gates**

**Escalator**

**Valenti Street Entrance**

**Green Line Towards Lechmere Platform**

Carrier  11:28 PM

**Instructions to Green Platform to Lechmere**

You are located within Southern Green to Lechmere Platform region on Underground Level 1.

You have reached your destination: Green Platform to Lechmere. Select End Journey Button to end the journey.

Next Instruction

Prior Instruction

End Journey

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## Outline

- Introduction
- Demonstration
- **System Overview**
- Usability Study
- Conclusion

# Components

- **PERCEPT Space**
  - PERCEPT tags deployed in venue
  - Digital representation of venue

- **PERCEPT Navigation Instructions**
  - Wayfinding instructions generated through PERCEPT navigation instruction generation algorithm
    - Uses digital map
    - Uses O&M rule book

- **PERCEPT Smartphone application**
  - No Internet required when providing navigation instructions
  - Accessible vision free user interface

# North Station Deployment

Encompasses 2 Unique Environments





**Purple**

Commuter Rail

Ground Floor

**Green**

**Orange**

Subway

3 Floors

# North Station Commuter Rail

## Encompasses 2 Unique Environments
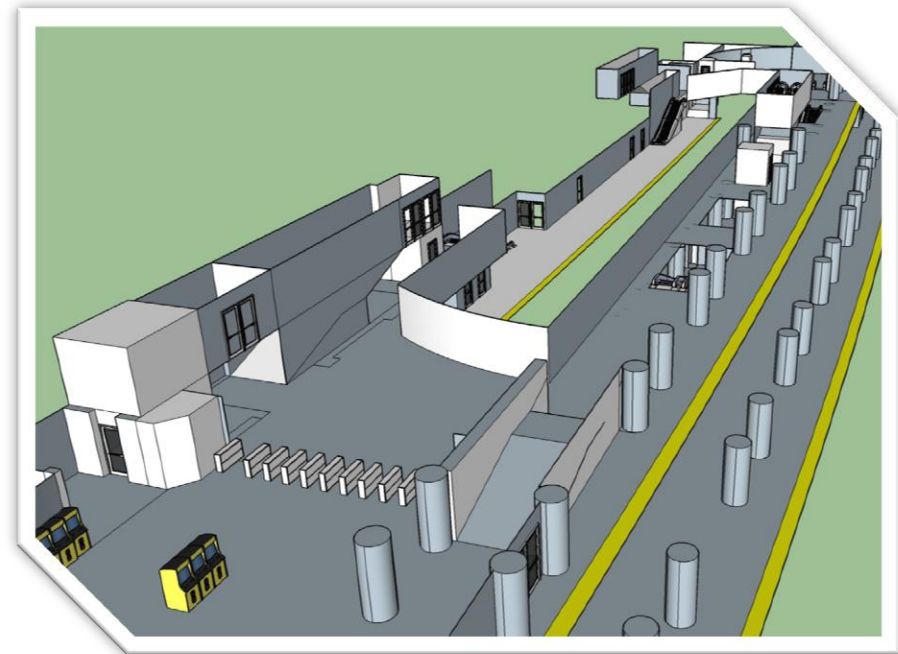


**Purple**

Commuter Rail

Ground Floor

- Houses both the Commuter Rail and Amtrak Services located on the ground floor within the TD Garden
- This floor also is the location for
  - TD Garden Box Office
  - Fast Food restaurants
  - Convenience store,
  - Restroom facilities,
  - Service Desk for Amtrak and Commuter rail
  - ATM

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# North Station Subway

## Encompasses 2 Unique Environments

- Houses Green and Orange subway lines
- Composed of three floors
  - Street Level Access
    - North & South Entrances
  - Underground Floor 1
    - Fare Machines
    - Fare Gateways
    - Information Desk
    - Outbound Green Line
  - Underground Floor 2
    - Inbound Green Line
    - Outbound Orange Line
    - Inbound Orange Line



**T** **Green** **Orange**

Subway

3 Floors

# PERCEPT Tag Overview

- PERCEPT Tag is a Bluetooth tag, also known as an iBeacon

- Tag is needed for navigation instructions
  - In order to provide instructions to a destination, we need to know where the user is located

**User**

**Destination**

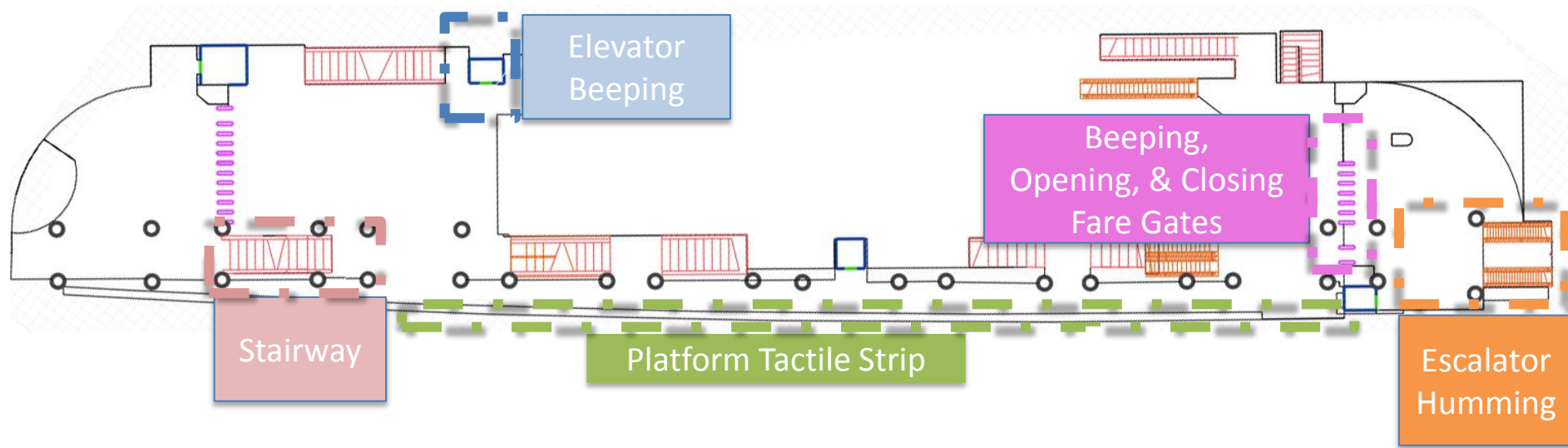**Navigation Instructions**

**User's Location**

# PERCEPT

## PERCEPT Tag Overview

- Outdoor navigation we are accustomed to GPS
  - GPS does not work indoors
- PERCEPT tags provides GPS like capabilities indoors
- Tags are mounted up high on ceilings and walls

**GPS**

# PERCEPT Space



Elevator Beeping

Beeping, Opening, & Closing Fare Gates

Stairway

Platform Tactile Strip

Escalator Humming

- Digital representation of the venue
  - Contains the sensory roadmap for the venue
- Digital rulebook that adheres Orientation and Mobility best practices
- PERCEPT looks at the digital representation and refers to the rulebook to generate navigation instructions

# Components

- **PERCEPT Space**
  - PERCEPT tags deployed in venue
  - Digital representation of venue

- **PERCEPT Navigation Instructions**
  - Wayfinding instructions generated through PERCEPT navigation instruction generation algorithm
    - Uses digital map
    - Uses O&M rule book

- **PERCEPT Smartphone application**
    - No Internet required when providing navigation instructions
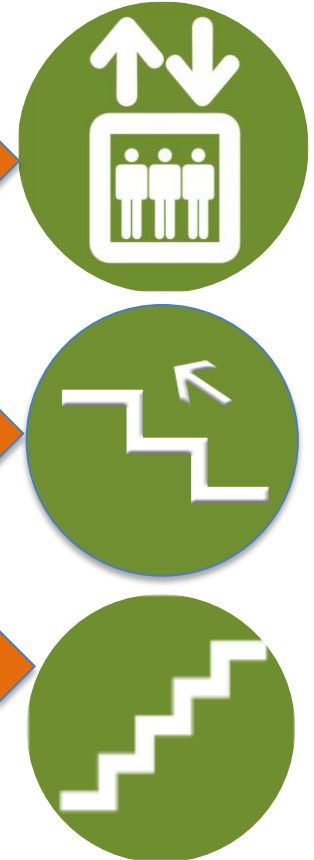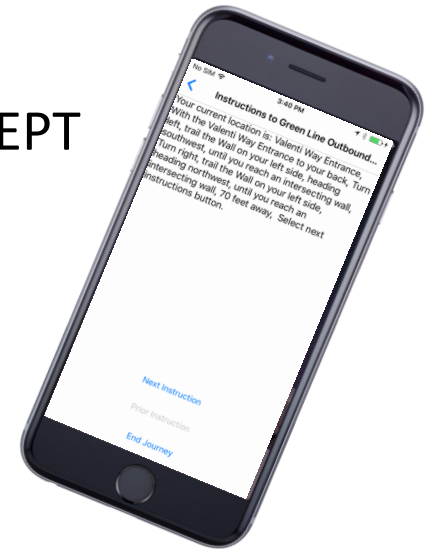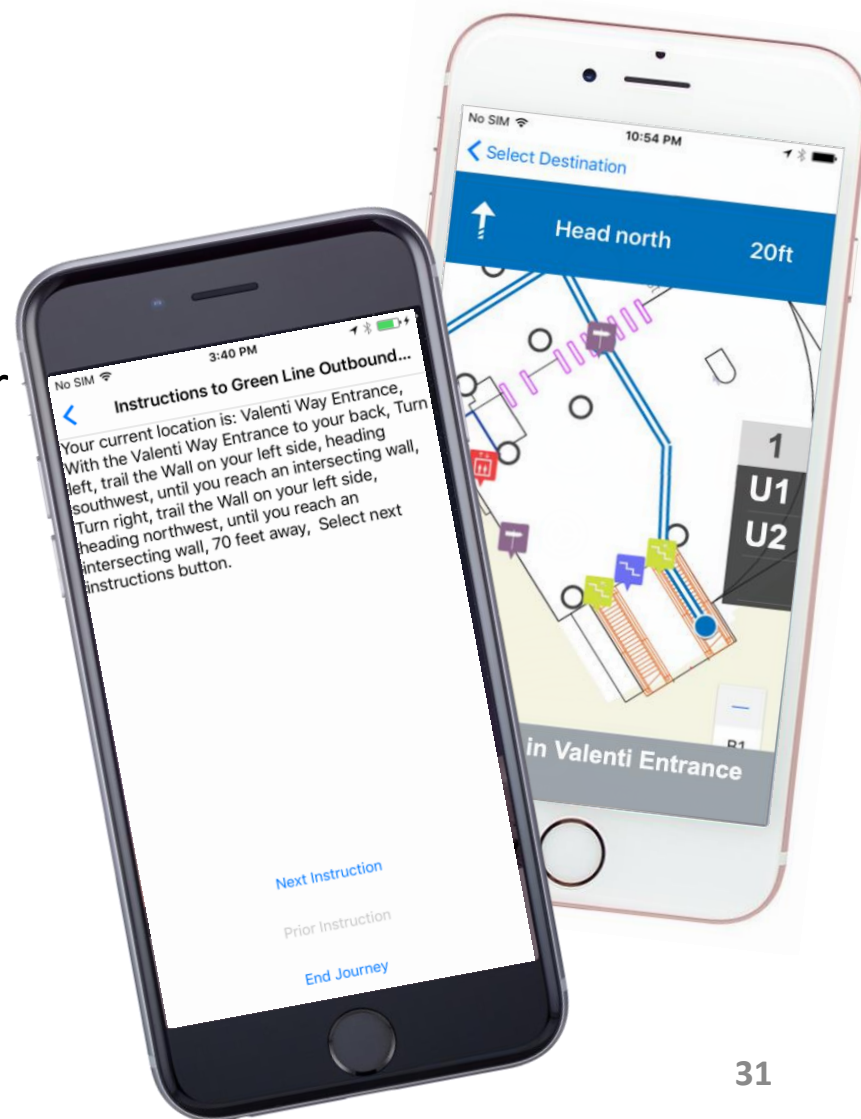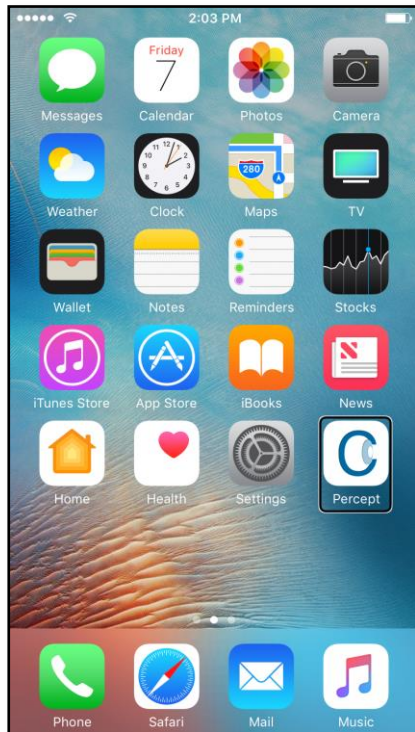    - Accessible vision free user interface

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# Navigation Instructions

North Station



4
Platforms

3
Floors



Over

2,800  detailed instructions generated

in 5 minutes

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# Navigation Instructions

- Automated instruction generation provide a cost-effective and scalable means to provide detailed navigation instructions

- O&M specialist is not manually crafting each PERCEPT instructions

- This algorithm is continually being improved

- **PERCEPT Space**
  - PERCEPT tags deployed in environment
  - Digital representation of environment

- **PERCEPT Navigation Instructions**
  - Wayfinding instructions generated through PERCEPT navigation instruction generation algorithm
    - Uses digital map
    - Uses O&M rule book

- **PERCEPT Smartphone application**
    - No Internet required when providing navigation instructions
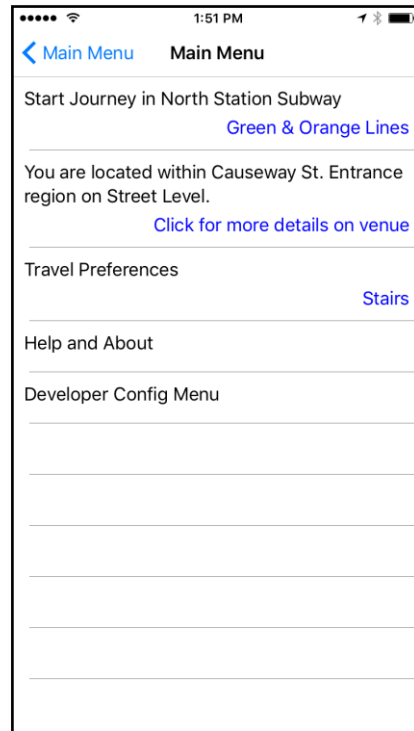    - Accessible vision free user interface

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## PERCEPT Application

- No Internet required

- User friendly design

- Accessible "Vision Free" interface for blind and visually impaired
  - Integrated with Voiceover and Large Font accessible services on iPhone

- Accessible visual user interface
  - In Development
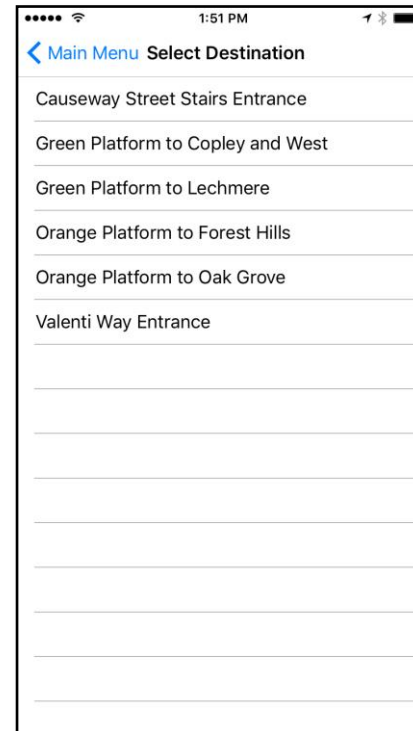
- Available on iOS and Android platforms
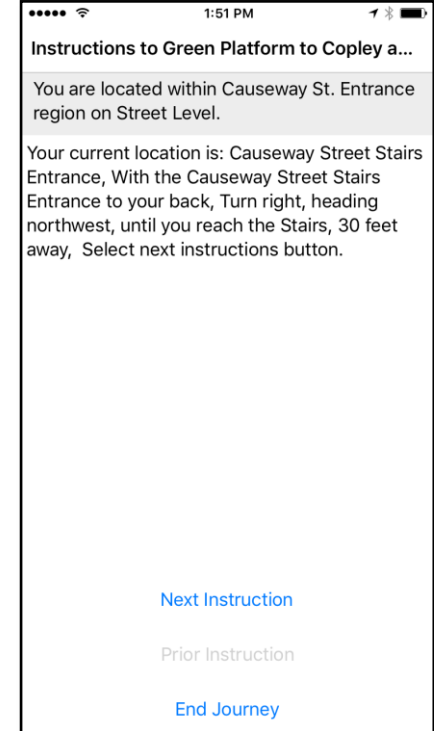
# PERCEPT



# PERCEPT Application Flow



Open PERCEPT
Application
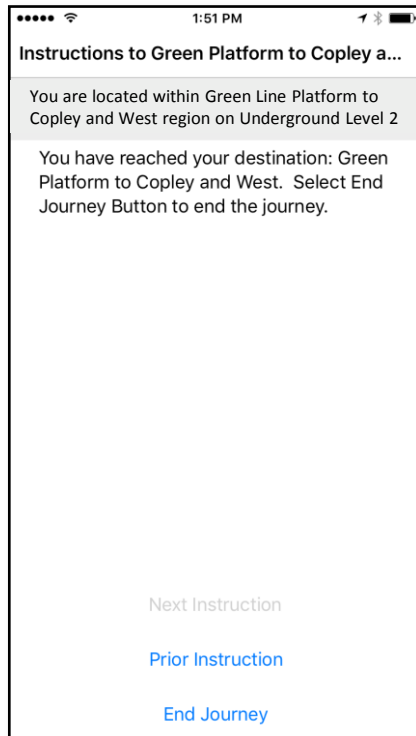
Select 'Start Journey'
From Main Menu

Select Your Desired
Destination

Receive Detailed
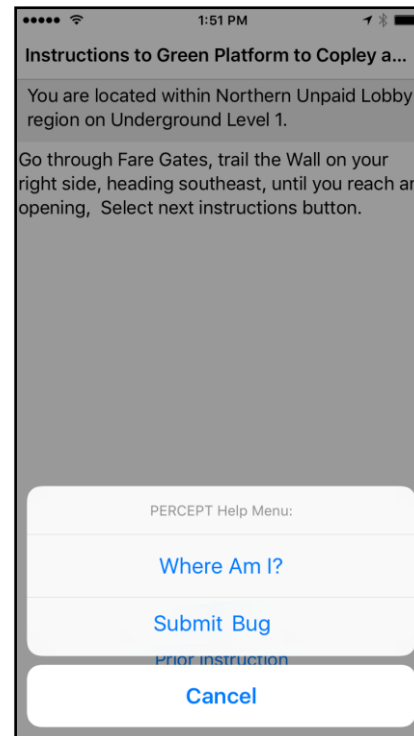Instructions
to Destination

# PERCEPT Application Flow



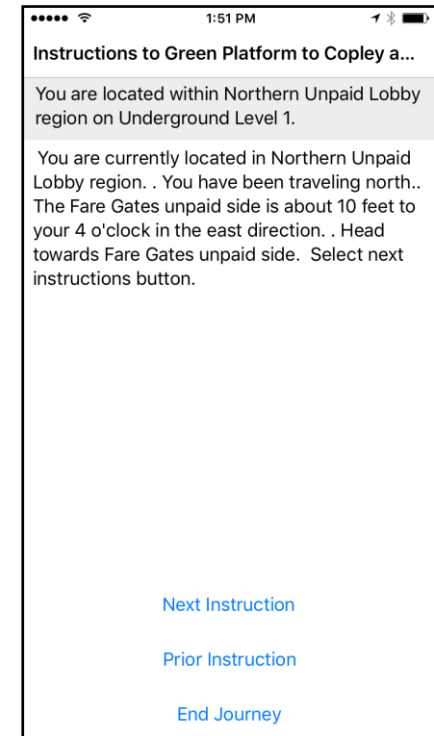**? ? ? Disoriented Or Lost ? ?**
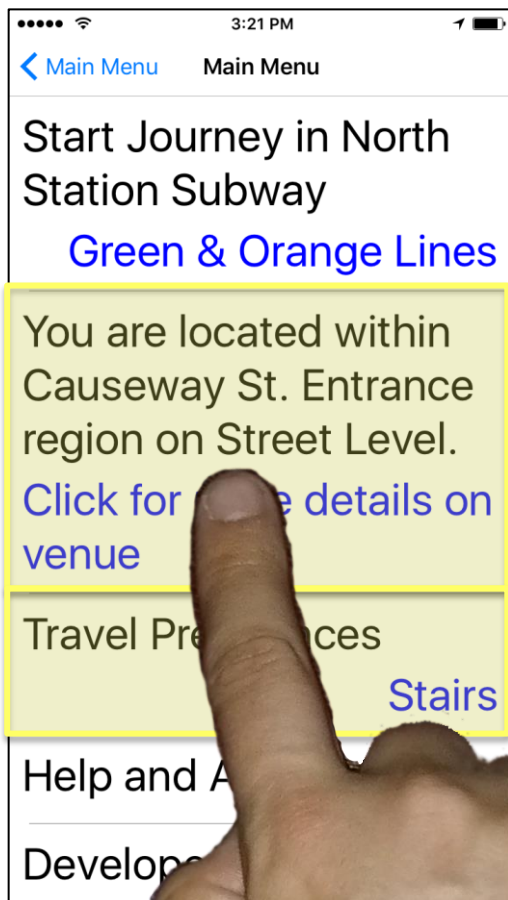
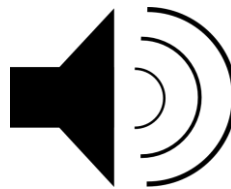Reach Destination

Shake Device
To Open
Help Menu

Select
'Where Am I?'

# PERCEPT

## Vision Free User Interface

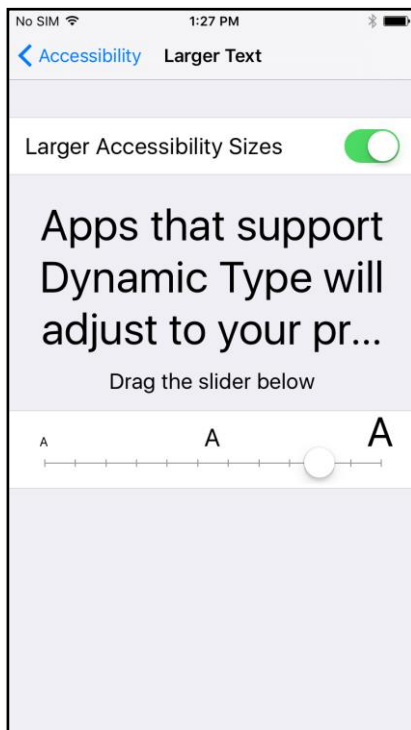Voiceover in iOS allow for Vision Free Use of Smart Device



- User navigates the application by performing touch gestures on the screen
  - **Touch:** Item touched is read to user
  - **Swipe Right or Down**: Select Next Item
  - **Swipe Left or Up**: Select Prior Item
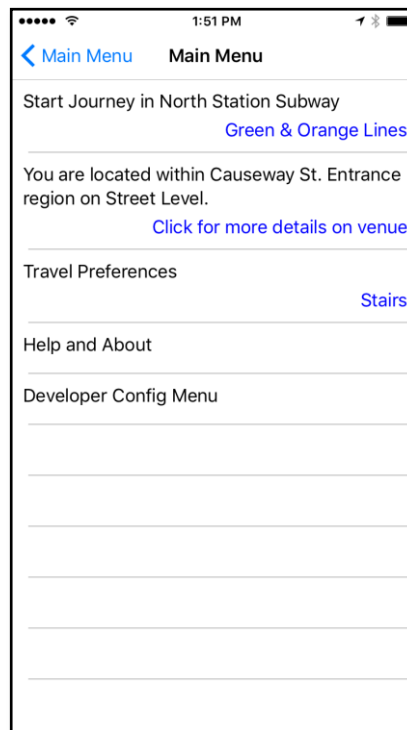  - **Double Tap:** '*Clicks*' selected item

You are located within Causeway Street Entrance …

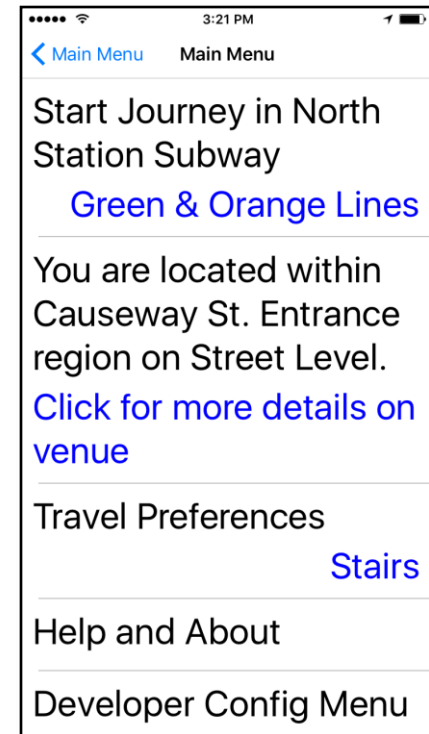# Large Font Integration

- User sets a preferred font size within their devices settings.

- This preference is inherited into PERCEPT.
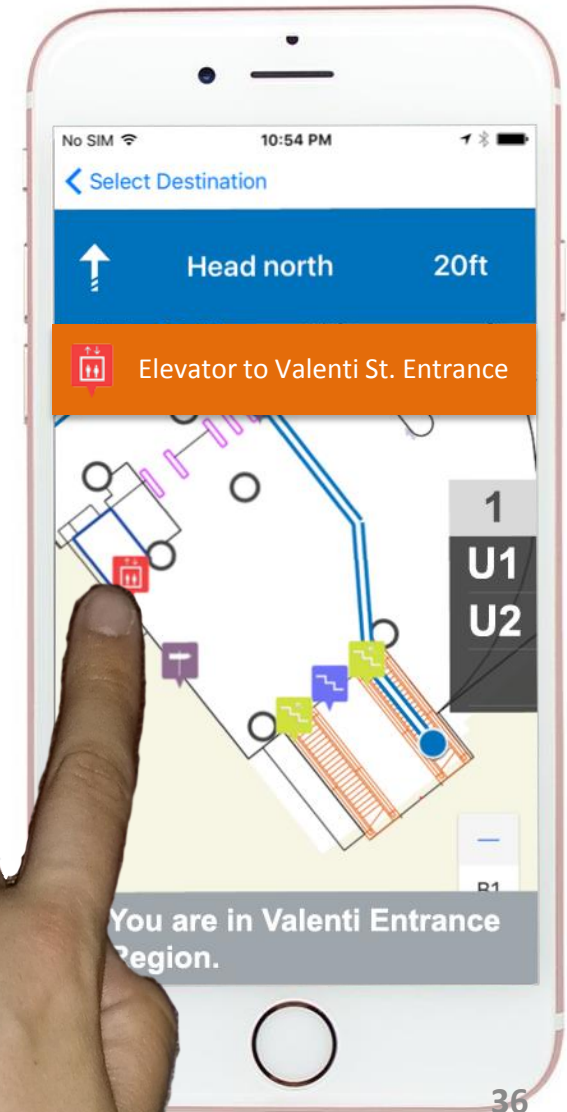


**Global Font Size Setting**



**Default Font Size**



**Preferred Font Size**

# PERCEPT Visual UI

- Provides a visual pathway to the selected destination

- Indicates surrounding landmarks
  - User can select landmark for further details

- User can select a preferred floor traversal preference.
  - Elevator, Stairs, Escalator, …



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# PERCEPT

## Pre Journey Navigation

- PERCEPT provides pre-journey learning options

- Select destination and starting point in PERCEPT app

- Go through station instructions or visual path step by step

- Explore station from comfort of your own home

## Outline

- Introduction

- Demonstration

- System Overview

- **Usability Study**

- Conclusion

# Usability Study Overview

Two Phases

**Phase A** → Improvements to PERCEPT based on trial feedback → **Phase B**

Time

- Blind or visually impaired subject use PERCEPT

- Returning participants from Phase A and new participants use PERCEPT

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# Phase A Trials
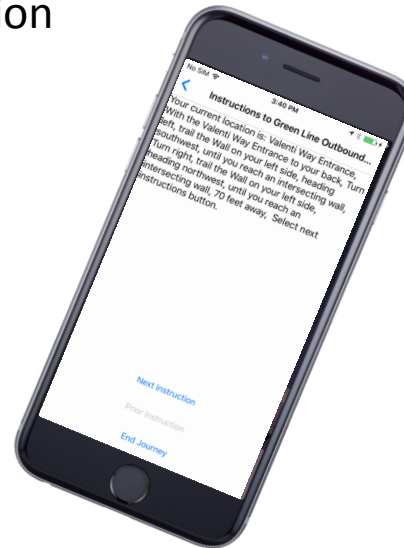
Blind or Visually
Impaired Participants

Navigate Throughout
North Station

Using

## Hands-on Orientation

- Sit-down & on-site

## PERCEPT Trial

- 4 Destinations
- Entering and exiting station from different entrances and platforms

## Post Trial Questionnaire

- Questionnaire to obtain:
    - Subjects feedback and experience
    - Qualitative evaluation of PERCEPT

## PERCEPT Trial

- PERCEPT trial is composed of four tasks

- Subject is asked to complete these tasks while only relying on their mobility skills and PERCEPT App

- Instructor is no longer able to answer any questions or assist subject during the trial

- Trial ends either when all tasks are complete or subject decides to stop

## Post-Trial Questionnaire

Subjects were asked to answer the following statements with a 7-point scale.

**1**(strongly disagree) to **7**(strongly agree)

a) **Easy to learn how to use the system**

b) **Easy to use the system**

c) **Trial design was easy to complete**

d) **Easy to use User Interface**

e) **System provided sufficient re-orientation information when lost**

f) **I am confident I will reach destination using the system**

Subjects were asked to give their impression on the following:

**1) Likes/dislikes of the system?**
**2) Name the most difficult part of using the system**
**3) Name the most difficult part of the trial**
**4) Level of confidence in self – How confident were you when the trial started, that you could accomplish the task successfully?**
**5) Are there some improvements you'd suggest we make to the system?**
**6) Based on your experience using PERCEPT if you were to come to an PERCEPT enabled subway station in the future, would you use it?**

# PERCEPT Usability Study Results

- All participants were able to complete the 4 navigation tasks

- All participants thought PERCEPT was beneficial to them and said they would use it if available

Subjects were asked to answer the following statements with a 7-point scale.
**1**(strongly disagree) to **7**(strongly agree)
*North Station scores below are averaged*

**a) Easy to learn how to use the system**

**7**

**b) Easy to use the system**

**7**

**c) Trial design was easy to complete**

**6**

**d) Easy to use User Interface**

**6.5**

**e) System provided sufficient re-orientation information when lost**

**6**

**f) I am confident I will reach destination using the system**

**6.5**

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- Introduction
- Demonstration
- System Overview
- Usability Study
- **Conclusion**

- Conducted over 60 trials with blind and visually impaired participants in buildings and subway stations

- Trials demonstrated that PERCEPT is easy to learn and use

- All participants said they would use PERCEPT if available in transit venue

- Pre-journey learning option

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## Q & A

- PERCEPT is not exclusive to blind and visually impaired

- There is significant potential to aid others when it comes to wayfinding in a transit setting

- We are actively researching new methods to make PERCEPT inclusive and accessible to all

- We seek feedback from those present for how their patrons, clients, or they themselves may benefit from PERCEPT

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# Thank You

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- – http://5g.ecs.umass.edu/

- – http://www.perceptwayfinding.com/